



CHARACTER SHEET

Name: Sho Kosugi
Race: Human
Appearance:

Player: Sven Mangold
Ht: Wt:

Age: Spent: 257
 Unspent: -7

ST	11*	[10]	HP	11	[0]	Basic Speed	7	[5]
DX	15	[100]	Will	11	[5]	Basic Move	7	[0]
IQ	10	[0]	Per	11	[5]	BL	24 lb	(ST×ST)/5
HT	12	[20]	FP	12	[0]	Thr	1d-1	Sw 1d+1
TL	3	[0]	SM	+0				

* Conditional: +2 from 'Ninja Killing Strike'

Vision	11	Fright Check	13*	High Jump	2.92 ft
Hearing	11	Consciousness	12	Money	0†
Touch	11	Death Check	12		
Taste/Smell	11	Broad Jump	4 yd		

* Includes: +2 from 'Combat Reflexes'

† Includes: +2500 from 'Money'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	11	10	9	8	7

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb

* Takes 2 seconds to complete
† Takes 4 seconds to complete

‡ Double with a running start
§ Lose 1 FP/sec while over X-Hvy enc.

TEMPLATES AND META-TRAITS

Name	Pts
Ninja (Dungeon Fantasy) {p. DF12:8}	[0]

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*

* Conditional: -2 from 'Social Stigma (Minority Group)', -1 from 'Callous' when past victim, or has Empathy, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, -2 from 'No Sense of Humor', -1 from 'Stubbornness'

CULTURAL FAMILIARITIES

Native	Pts
Human (Native) {p. B23}	[0]
Non-native	Pts
Far East {p. B23}	[1]

LANGUAGES

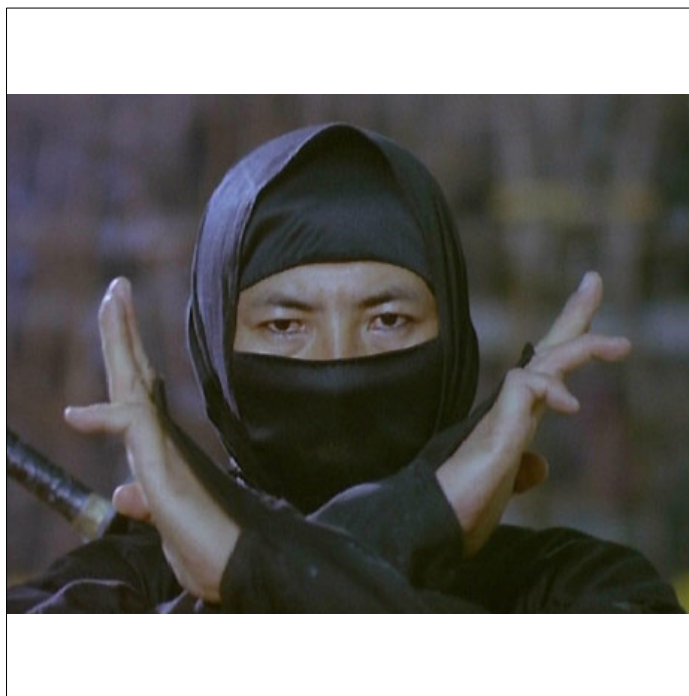
Native	Spoken	Written	Pts
Far Eastern (Native) {p. B24}	Native	Native	[0]
Non-native	Spoken	Written	Pts
Common {p. B24}	Broken	-	[1]

ADVANTAGES

Name	Pts
Ambidexterity {p. B39}	[5]
Combat Reflexes {p. B43}	[15]
Ninja Enhanced Parry 1 (All Weapons; Ninja Training, -10%) {p. B51}	[9]
Ninja Killing Strike 2 (Ninja Training, -10%; Once Per Weapon Per Battle, -10%) {p. DF12:5}	[8]
Ninja Talent 2 {p. DF12:4}	[20]
Weapon Master (Ninja Weapons) {p. B99}	[35]

DISADVANTAGES

Name	Pts
Callous {p. B125}	[-5]
No Sense of Humor {p. B146}	[-10]
Sense of Duty (Adventuring companions) {p. B153}	[-5]
Social Stigma (Minority Group) {p. B155}	[-10]
Stubbornness {p. B157}	[-5]
Vow (Ninja Secrecy) {p. B160, DF12:7}	[-5]



DISADVANTAGES (continued)

Name	Pts
Vow (Own no more than what can be carried) {p. B160, DF12:7}	[-10]

QUIRKS

Name	Pts
Unused Quirk 1 {p. B163}	[-1]
Unused Quirk 2 {p. B163}	[-1]
Unused Quirk 3 {p. B163}	[-1]
Unused Quirk 4 {p. B163}	[-1]
Unused Quirk 5 {p. B163}	[-1]

SKILLS			
DX based	Level	Relative	Pts
Acrobatics {p. B174}	13	DX-2	[1]
Axe/Mace {p. B208}	14	DX-1	[1]
Parry: 12			
Blowpipe {p. B180}	13	DX-2	[1]
Bow {p. B182}	14	DX-1	[1]
Climbing {p. B183}	14	DX-1	[1]
Fast-Draw (Shuriken) {p. B194, MA56}	16*	DX+1	[1]
Jitte/Sai {p. B208}	17	DX+2	[8]
Parry: 13			
Judo {p. B203}	14	DX-1	[2]
Parry: 12			
Jumping {p. B203}	15	DX+0	[1]
Karate {p. B203}	14	DX-1	[2]
Description: Notes: Calculated damage takes into account bonuses from Claws and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate.			
Parry: 12			
Knife {p. B208}	16	DX+1	[2]
Parry: 12			
Kusari {p. B209}	15	DX+0	[4]
Parry: 12			
Light Walk {p. B205}	17†	DX+2	[4]
Riding (Equines) {p. B217}	14	DX-1	[1]
Shortsword {p. B209}	16	DX+1	[4]
Parry: 13			
Staff {p. B208}	14	DX-1	[1]
Parry: 14			
Stealth {p. B222}	17	DX+2	[8]
Thrown Weapon (Shuriken) {p. B226}	17	DX+2	[4]
Tonfa {p. B209}	14	DX-1	[1]
Parry: 12			
HT based	Level	Relative	Pts
Hiking {p. B20}	11	HT-1	[1]
IQ based	Level	Relative	Pts
First Aid/TL3 (Human) {p. B195}	10	IQ+0	[1]
Gesture {p. B198}	10	IQ+0	[1]
Holdout {p. B200}	10	IQ+0	[2]
Hypnotism (Human) {p. B201}	10†	IQ+0	[1]
Invisibility Art {p. B202}	11†	IQ+1	[4]
Poisons/TL3 {p. B214}	9	IQ-1	[2]
Per based	Level	Relative	Pts
Blind Fighting {p. B180}	12†	Per+1	[4]
Observation {p. B211}	10	Per-1	[1]
Will based	Level	Relative	Pts
Meditation {p. B207}	10	Will-1	[2]
Mental Strength {p. B209}	13†	Will+2	[1]

* Includes: +1 from 'Combat Reflexes'

† Includes: +2 from 'Ninja Talent'

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite <small>Skill used: DX</small>	15	—	1d-2 cr	C	—	—	
Karate: Punch <small>Skill used: Karate</small>	14	12	1d-2 cr	C	—	—	
Karate: Kick <small>Skill used: Karate-2</small>	12	—	1d-1 cr	C,1	—	—	
Kick <small>Skill used: DX-2</small>	13	—	1d-1 cr	C,1	—	—	
Punch <small>Skill used: DX</small>	15	12	1d-2 cr	C	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Kusarigama: kusari <small>Skill used: Kusari</small>	15	10U	1d+3 cr	1,2*	10†	4	[8]
Kusarigama: kama <small>Skill used: Kusari</small>	15	10U	1d+3 cut	1,2*	11†	4	[8, 14]
Ninja-To: swing <small>Skill used: Shortsword</small>	16	13	1d+2 cut	1	8	4	
Ninja-To: thrust <small>Skill used: Shortsword</small>	16	13	1d+1 imp	1	8	4	
Sai: jitte/sai swing <small>Skill used: Jitte/Sai</small>	17	13	1d+3 cr	1	7	4	[1, 10]
Sai: jitte/sai thrust <small>Skill used: Jitte/Sai</small>	17	13	1d+1 imp	1	7	4	
Sai: main-gauche swing <small>Skill used: Jitte/Sai-4</small>	13	11F	1d+1 cr	1	7	4	[1]
Sai: main-gauche thrust <small>Skill used: Jitte/Sai-4</small>	13	11F	1d-1 imp	1	7	4	
Shuriken (Spike) <small>Skill used: DX</small>	15	12	1d-3 imp	C	—	4	[4]
Shuriken (Star) <small>Skill used: DX</small>	15	12	1d-3 cut	C	—	4	[4]
Tanto: swing <small>Skill used: Knife</small>	16	12	1d cut	C,1	6	4	
Tanto: thrust <small>Skill used: Knife</small>	16	12	1d imp	C	6	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Sai <small>Skill used: DX-4</small>	11	1d-1 imp	—	8.8 yd / 16.5 yd	1	T(1)	7	-3	—	4	
Shuriken (Spike) <small>Skill used: Thrown Weapon (Shuriken)</small>	17	1d-1 imp	1	5.5 yd / 11 yd	1	T(1)	5	—	—	4	
Shuriken (Star) <small>Skill used: Thrown Weapon (Shuriken)</small>	17	1d cut	1	5.5 yd / 11 yd	1	T(1)	5	—	—	4	
Tanto <small>Skill used: DX-4</small>	11	1d-1 imp	—	8.8 yd / 16.5 yd	1	T(1)	6	-2	—	4	

ATTACKS TABLES COLUMN NOTES

Reach "": The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.

Parry "F": The weapon is a *fencing weapon* (see: *Fencing Weapons*, p. B404).

Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

Shots "T": The weapon is a *thrown weapon*.

SLAM TABLE				
1-2 1d-3		3-4 1d-2		5-8 1d-1
PARRY	PARRY	BLOCK	DODGE	OTHER
12*	12*	9†	11†	
Judo	DX	DX		

Loc.	HP	#
Eyes	2	—
Neck	—	—
Skull	—	—
Face	—	—
Torso	—	—
Groin	—	—
Arms	6	—
Hands	4	—
Legs	6	—
Feet	4	—

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +1 from 'Ninja Enhanced Parry (All Weapons)', +1 from 'Combat Reflexes'
† Includes: +1 from 'Combat Reflexes'

HP			0 HP			-1×HP			-2×HP			-3×HP			-4×HP														
11	10	9	8	7	0	-1	-2	-3	-4	11	12	13	14	15	22	23	24	25	26	33	34	35	36	37	44	45	46	47	48
6	5	4	3	2	-5	-6	-7	-8	-9	16	17	18	19	20	27	28	29	30	31	38	39	40	41	42	49	50	51	52	53
1					-10									-21					-32					-43					-54

HP loss effects are cumulative with each other and any effects suffered from FP loss.

less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness at the start of your next turn and any turn you choose a maneuver other than Do Nothing.

-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5×HP or less: Immediate death.

FP			0 FP						
12	11	10	9	8	0	-1	-2	-3	-4
7	6	5	4	3	-5	-6	-7	-8	-9
2	1				-10	-11			

FP loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals†	-3
5	Face	-5(f)/-7(b)	-	Eye‡	-9
6-7	Right Leg	-2	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Chest*	-	-	Jaw	-6
11	Abdomen*	-1	-	Spine§	-8
12	Left Arm	-2	-	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	-	Neck Vein/Artery¶	-8
15	Hand	-4	-	Arm/Leg Joint**	-5
16	Foot	-4	-	Hand/Foot Joint**	-7
17-18	Neck	-5	-	Groin	-3

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
 † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
 ‡ Only targetable by impaling, piercing, and tight-beam burning attacks
 § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
 ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
 ** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Armor Description: Parent Item	1950	10 lb
1	Armored Ninja Suit {p. DF12:16} Location: full suit	1950	10 lb
1	Bandoleer {p. DF1:25} Description: Carries 6 lbs. of throwing weapons (24 daggers, 12 packs of caltrops, 30 nageteppe, etc.). Wearer can reach them with Ready or Fast-Draw.	560	7 lb
5	Nageteppe, Smoke {p. DF1:25} Description: When hurled, fills a two-yard radius with smoke (-10 to Vision) for 5 seconds.	200	1 lb
5	Nageteppe, Flash {p. DF1:25} Description: When hurled, everyone within 10 yards of where it lands must roll vs. HT or suffer Blindness (a Vision-Based affliction). Roll vs. HT to recover every turn.	200	1 lb
15	Shuriken (Star) {p. B276, MA226, DF12:14} Description: TL:3 LC:4 [Mode:thrown Damage:thr-1 cut Acc:1 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (Shuriken)], [Mode:claw Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Bruwling, Karate, DX Notes:[4]] Notes: [4]	45	1.5 lb
15	Shuriken (Spike) {p. B276, MA226, DF12:14} Description: TL:3 LC:4 [Mode:thrown Damage:thr-1 cut Acc:1 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (Shuriken)], [Mode:claw Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Bruwling, Karate, DX Notes:[4]] Notes: [4]	45	1.5 lb
2	Caltrops (Per hex) {p. DF1:25} Description: Take a Ready maneuver to deploy. Victims who miss a Vision-2 roll step on a number of spikes equal to margin of failure. Each inflicts thr-3 imp - based on his ST - to the foot. Caltrops that penetrate DR continue to do damage each turn until removed (two Ready maneuvers).	10	1 lb
Totals:		2510	17 lb
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a free action. Items liable to break if dropped must check for this (1 on 1d if unsure).	410	25.32 lb
1	Purse Description: Parent Item	25	1.12 oz
0	Platinum Franc	0	-
0	Gold Mark	0	-
5	Copper Farthing	5	12.8 dr
2	Silver Penny	20	5.12 dr
1	Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	10	8.25 lb
10	Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, cheese, etc.	20	5 lb
1	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb
1	Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
Totals:		410	25.32 lb
Qty	Weapon Holder in Ninja Suit	Cost	Weight
1	Weapon Holder in Ninja Suit Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent. Usenotes: Holds 3+Ninja Talent Weapons, Weapons don't count as encumbrance	580	9 lb
1	Sai {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage:sw cr Reach:1 Parry:0 ST:7 Skill:Jitte/Sai Notes:[1, 10]], [Mode:jitte/sai thrust Damage:thr imp Reach:1 Parry:0 ST:7 Skill:Jitte/Sai], [Mode:main-gauche swing Damage:sw cr Reach:1 Parry:0F ST:7 Skill:Main-Gauche Notes:[1]], [Mode:main-gauche thrust Damage:thr imp Reach:1 Parry:0F ST:7 Skill:Main-Gauche], [Mode:thrown Damage:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:7 Bulk:-3 Skill:Thrown Weapon (Knife)], [1] Can be thrown. [10] Gets +2 to disarm when wielded with Jitte/Sai skill; see pp. B208, B401. Notes: [1, 10][1]]	60	1.5 lb
1	Kusarigama {p. MA228, DF12:14} Description: TL:3 LC:4 [Mode:kusari Damage:sw+2 cr Reach:1.2* Parry:-2U ST:10† Skill:Kusari Notes:[8]], [Mode:kama Damage:sw+2 cut Reach:1.2* Parry:-2U ST:11† Skill:Kusari Notes:[8, 14]], [8] Attempts to parry flails and kusaris are at -4; fencing weapons ("F" parry) can't parry at all! Attempts to block such weapons are at -2. Halve these penalties for the bola perdida, bolas, life-preserver, and weighted scarf. Notes: [8][8, 14]	80	4.5 lb
1	Tanto {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]]	40	1 lb

LOAD-OUTS (continued)			
Qty	Weapon Holder in Ninja Suit	Cost	Weight
1	Weapon Holder in Ninja Suit	580	9 lb
1	Ninja-To {p. B273} Description: TL:2 LC:4, [Mode:swing Dam:sw cut Reach:1 Parry:0 ST:8 Skill:Shortsword], [Mode:thrust Dam:thr imp Reach:1 Parry:0 ST:8 Skill:Shortsword]	400	2 lb
Totals:		580	9 lb

SCRATCH PAD

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[150]
Advantages, Perks	[94]
Disadvantages, Quirks	[-55]
Skills, Techniques	[68]
Total Points Spent:	257
Unspent Points:	-7

CAMPAIGN LOG
Points: (logged) 0 + (other) 0 = (total) 0
Initial Character Creation
Character created using GURPS Character Assistant 4
<small>21.08.2011: 0 pts</small>